

Economy System Group Meeting #6 Summary August 20, 2014

Presentations/Discussions

- Presentation from Jamie Kent of Wasatch Backcountry Alliance
- Update on Suitability Analysis

Mapping Exercise

Mapping Exercise

- o Exercise to brainstorm ideas to catalyze economic growth in the project area.
- 6 groups were created, one for each goal, plus two additional groups for goal 1
 and goal 4. Each group was instructed to consider the goal they were assigned.

• Summary of Scenario(s) Developed

- Goal 1: Grow the year-round, destination-based travel, tourism, and recreation economy- Increase boundaries for ski areas, resort connectivity, ski villages at base of canyons. Parking needed at base of each canyon and some type of solution within Little Cottonwood Canyon. Need to move people fast, with limited stops to resort destinations.
- Goal 2: Maximize financial resources available to reinvest in improving, maintaining, and protecting Central Wasatch assets- Encourage density and keep commutes short. Focus on day uses at Snowbird and Alta, as well as create commercial core. Increase development opportunity at transit stops.
- Goal 3: Improve the quality of experience for residents and visitors- Land management codes: allow height to consolidate, density at key locations, maximize transit efficiency, encourage TDR's to move density from dispersed canyon parcels to key economic development hubs. Transit: seasonally outfitted for equipment; seasonally flexible in frequency, size of vehicle, loops; should be attractive and marketable.
- Goal 4: Improve the quality of life for residents- Bike lanes in canyons, economic node at Town of Alta, TDR's from private to Alta, marketing to get people to use different transit modes and to visit different places in Canyons.

Feedback from System Group members

- Need more east to west, north to south commerce connections.
- o Increased development nodes at base of canyons, Alta, and Foothill Drive.
- o Resorts can handle expansion, but there is not room for increased parking.

Points of Conflict

Interconnect between resorts